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PRINTED IN JAPAN

SNS-CJ-USA

CAL RIPKEN JR. BASEBALL™

INSTRUCTION BOOKLET

MINDSCAPE
A Software Toolworks Company

SUPER NINTENDO ENTERTAINMENT SYSTEM

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CAL RIPKEN JR. BASEBALL™

Instruction Booklet

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Introduction

Step out onto the field with the Boys of Summer, and play America's game, a game that has thrilled generations of fans. *Cal Ripken Jr. Baseball* offers the action and excitement of the real game. Hit pitches deep out of the stadium with powerful sluggers. Strike out the best hitters of the game with overpowering fastballs and devastating curveballs that appear to drop from the sky. Steal bases and stretch a single into a double against outfielders and catchers with cannon-like arms.

Cal Ripken Jr. Baseball offers total control of 16 regular teams, in two leagues, and two All-Star teams. Play exhibition games against your toughest rivals in one of three stadiums, each of which affects play differently. Control one team throughout an entire 20-week season and even on to the Playoffs and the World Championship, the ultimate challenge baseball offers. So step up to the plate, hear the crowd, feel the summer breeze, smell the freshly cut grass, and hit the next pitch out of the park!

Starting the Game

To start the game:

1. Insert *Cal Ripken Jr. Baseball* into your Super Nintendo Entertainment System® (Super NES).
2. Turn on the Super NES.
3. At the title screen, press **Start** to go to the *Main Menu*.

Playing the Game

To play the game:

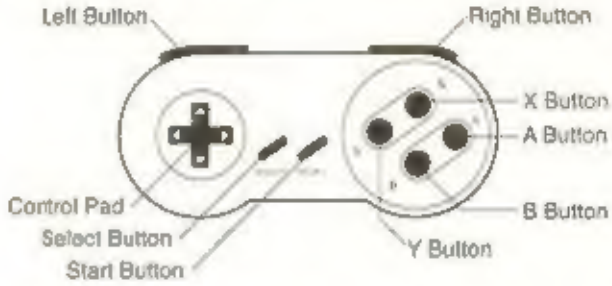
1. Starting at the *Main Menu*, press ↑ and ↓ to select **Exhibition**, then press **B**.
2. Press ↑ and ↓ then **B** to select one of these game types.
   Player 1 vs. Computer
   Player 1 vs. Player 2
   2 Player vs. Computer
3. To select a team, press ↑ and ↓ then **B**. The second player, if any, may also select a team or you may select a team for the computer.
4. At the *Stadium* screen, press arrows to select a stadium, then press **B**. See *Selecting a Stadium* for information about each ball field.
5. To select a starting pitcher, press ↑ and ↓ then **B**. Player 2 may also select a starting pitcher. The computer selects a pitcher automatically.

NOTE: Press **Reset** on your game system, if you want to change teams or stadiums. Player 1 begins in the outfield. At any time, you can change your pitcher, outfield, or position players. See *Substituting Players*.

Play Ball!!

If you're in mid-season form and want to get on the field right away, read the *Game Controls*. Players who need *Spring Training*, just like the Big Leaguers do, see *Main Menu*.

Game Controls



The layout of the control pad arrows is modeled after the layout of a baseball diamond when seen from above.

→	First base
↑	Second base
←	Third base
↓	Home

Start Button ◆ Starts the game

Button B ◆ Enters selections in *Main Menu*, *Matchup*, and *Player Substitution* screens

Pitching

Control Pad Keys

⬅ ➡	Move pitcher on pitching rubber before pitch is thrown
	Select speed of pitch as it is thrown:
⬆	slow pitch
⬇	fast pitch
⬅ ➡	Makes pitch break left or right
	Select base throw when attempting to pick-off base runners:
➡	First base
⬆	Second base
⬅	Third base
⬇	Home
No arrow	Pitcher

Button Y
- Switches to overhead view so pitcher can make pick-off attempt; then press **B** and base arrow

Button B
- Makes pitch selected
- Makes throw to selected base during pick-off attempt

Pitching in *Cal Ripken Jr. Baseball* is very much like the real thing. You control the speed, direction and break of each pitch to keep batters off-balance.

Pitching Rubber - Adjust your position on the Pitching Rubber by pressing ⬅ and ➡ before your pitcher begins the windup. This changes the location of the pitch as it crosses the plate.

Straight Pitch - To throw an offspeed pitch right down the middle of the plate, just press **B**. Press ⬆ and **B** to throw a change-up (slow pitch). To throw a fastball, press ⬇ and **B**.

Curve Ball - To throw a curve ball, press ⬅ or ➡ after you press **B**. The longer you hold the button down, the more it curves in that direction. You can curve a ball either early or late in the pitch, or throw a pitch that breaks in two or more directions by pressing ⬅ and ➡ at different times during the pitch.

Picking Off a Baserunner - To try a pickoff, press **Y**, then press **B** and the direction of the base you want to throw to.

Relief Pitchers - To relieve or substitute a pitcher see *Substituting Players*.

Fielding

Start Button Displays the *Player Substitution* screen when on the *Catcher's View* or *Fielding* screens

Control Pad Keys
- Move the fielder on field to a make play
- Select the base the fielder throws to

Button Y
- Returns to the *Fielding* screen from *Player Substitution* screen
- Changes active infielder to the outfielder nearest the ball
- Releases fielder from a base to run with the ball

Button B
- Makes throw to selected base
- Causes fielder to dive or jump for ball hit near him

Moving the Fielder - When the opposing batter hits the ball, a fielder is automatically selected to make the play. To move the fielder, press arrows. The player must try to catch the ball before it passes him. If the ball is hit in the air to the outfield, use the *Field Map* in the *Fielding* screen to see where you need to guide your outfielder to make the catch. Press **B** to make your fielder dive or jump for the ball.

To change the defensive position of all the fielders, press **Select** when on the *Catcher's View* screen. This brings up a diamond with the infielders highlighted on screen. The infielders' depth can be adjusted by pressing ⬆ and ⬇. Pressing **B** highlights the three outfielders. These players can be moved up or down and left or right. Once all changes are complete, press **Select** to resume playing the game.

Switching Fielders - To switch fielders if the infielder misses the ball, press **Y**. The outfielder nearest the ball becomes the active fielder. You can only switch between infielders and outfielders.

Throwing or Running - A fielder can either throw or run with the ball to a base. To throw the ball after fielding it, press an arrow in the direction of the base, then press **B**.

If one of your fielders has the ball while standing on a base and you want him to run with the ball, press **Y** to release him from the base and allow him to run. Use this to tag out a baserunner when you have him in a rundown. When the play is over, the ball is automatically returned to the pitcher.

Batting

Control Pad Keys

Moves the batter in batter's box before pitch is thrown

When bunting, selects which baseline bunt will go to:

➡ first baseline
⬅ third baseline

Button B ◆ Makes batter swing

Button A ◆ Bunts

Batting - You need good timing to hit the ball solidly. Other factors that contribute to good batting include correct positioning in the batter's box, and your hitter's strength and skill as indicated by his stats.

Positioning - To change your batter's position in the batter's box, press ➡ and ⬅. This lets you hit pitches that are thrown on inside or outside corners of the plate. Use ⬆ and ⬇ to adjust to the style of pitching. Move up to catch a curve before it breaks. Move back to sit on a fastball.

Swinging - When the pitcher throws, press **B** to swing the bat. You can hit pitches that are out of the strike zone, but you'll usually make better contact with pitches in the strike zone. Lay off pitches that miss the strike zone; a walk is as good as a single.

Bunting - To bunt, press **A** as the pitch is coming to the plate. Press ⬅ or ➡ to direct the bunt down the baseline toward first or third base.

Pinch Hitting - To substitute a batter, see *Substituting Players*.

Baserunning

Control Pad Keys

Used with **Y** or **B** to lead off, steal, or return to a base:

- ➡ First base
- ⬆ Second base
- ⬅ Third base
- ⬇ Home

Button B
- Press with base arrows to return a base runner to the previous base

Button Y
- Press up to three times with a base arrow to lead off or steal a base

Baserunning

Once you've made contact with the ball, your hitter automatically runs to first base. Other runners on base advance if they are in a "force" situation.

If you want to keep running to stretch a single into a double, or a double into a triple, press **Y** and press control pad arrows to point to the next base. Locate the ball's position in the *Field Map* to see if you have a chance to go for that extra base.

Once a baserunner has reached the next base, he cannot go back to the previous base. To ensure that your baserunners don't get doubled off on pop flys, you can pause their running by pressing both **Y** and **B** simultaneously. If you need to retreat to the previous base, press **B** and use the control pad arrows to point to the last base.

Leading Off and Stealing

If you have a speedy runner on base, you can steal a base to put him in better scoring position. To lead off the baserunner, press **Y** and the control pad arrows for the direction of the base you want to steal.

There are three types of leads:

Short Lead-A short lead gives the runner a better chance at advancing into scoring position. The baserunner runs when the batter makes contact with the ball.

Medium Lead-A longer lead gives a speedy runner a chance to score from first or second on a hit. The baserunner runs when the batter makes contact with the ball.

Long Lead-The runner will attempt to steal a base once the pitcher has started his wind up.

To advance the runner to each type of lead, press **Y** once for each length. If you want to lead off more than one runner on base, press and hold arrows for the base(s) you want to steal. Press **B** and the arrow for the direction of the last base to get back if a pickoff is attempted.

Pinch Running

To pinch run for a baserunner while at bat, press **Start**. The *Player Substitution* screen appears. To substitute a baserunner, follow the steps in the *Player Substitution* screen section of the manual.

Catcher's View and Fielding Screens

There are two game play screens in *Cal Ripken Jr. Baseball*.

The *Catcher's View* screen shows the batter and pitcher from a view behind home plate.

There are two cut-away views in the upper right and left corners of the screen which show the baserunners (if any) on first and third base. The count indicator in the bottom left corner indicates the number of balls and strikes that have been recorded against a batter, and the number of outs made in the inning. The pitch speed indicator in the bottom right corner of the *Fielding* screen indicates the speed of the pitch thrown.

The *Fielding* screen shows the field when the defense is fielding the ball or when the pitcher is attempting a pick-off.

When fielding, use the *Field Map* (in the bottom corner of the *Fielding* screen) to see the location of the ball in relation to your defenders. The ball is indicated by a white dot and your fielders are indicated by colored dots.

Main Menu

The *Main Menu* is the starting point for all of your games

Exhibition

Allows you to play exhibition (not regular season) games so you can polish your skills before you tackle a 20-week season. You can also pit the same team against itself by selecting the same team on the *Matchup* screen

1 Player vs. Computer	Play a game against the computer
Player 1 vs. Player 2	Play head-to-head against a friend. Player 1 is always the home team
2 Player vs. Computer	Two players to play on the same team simultaneously against the computer. When in the field, Player 1 controls the pitcher and Player 2 controls the fielders. When batting, players alternate at bats

League

Allows you to begin a new league or continue with your league games in an 20-week season and drive for the pennant. See the *League Play* section for a detailed explanation

New Season	Begin a new season
Continue Season	Continue a season where you last left off

Roster

Displays the rosters of the 16 teams found in the two leagues, plus the two All Star teams. You can view the teams' full stats and even get a *Scouting Report* on each team.

Selecting a Team

Cal Ripken Jr. Baseball has 16 regular teams and 2 All-Star teams to choose from, each with its own strengths. Check the rosters of each team at the *Main Menu* to see which team is the one you want to command in your run for the Pennant.

Selecting a Stadium

Cal Ripken Jr. Baseball has three stadiums to choose from

Thomson Dome - This indoor park has an Astroturf field so a quick team can take advantage of it's speed with lots of baseStealing, bunting, and stretching of those singles into doubles and even triples.

Maxwell Field - This old, small, but distinguished park is short down the lines, has a shallow outfield and a small foul territory, so a powerful lineup can take advantage by swinging for the fences!

Hemphill Park - This modern, outdoor park has the smallest outfield, which keeps the ball in play and challenges the speediest runners. The towering green walls will stop all but the hardest hits.

Selecting a Starting Pitcher

Use the *Starting Pitcher* screen to select your starting pitcher at the beginning of the game.

To select the starting pitcher, press ⬆ and ⬇ to select the pitcher you want, then press **B**.

See the section on *Players' Statistics* to learn more about the stats displayed on the *Starting Pitcher* screen.

Playing an All Cal Game

You can arrange to have Cal Ripken play all the positions on your team in an exhibition game. This feature does not apply to League games.

To play an All Cal game, select any *Substitution* option. On the team Matchup screen, select your All Cal team by pressing **Left**, **Right**, and **Start** at the same time.

Note: During Exhibition games, you can also substitute Cal for any batter. On the *Batter Power Substitution* screen, just press **Left**, **Right**, and **Start** at the same time.

Substituting Players

Player Substitution

Use the screen to select your relief pitchers, pinch runners, pinch hitters, and substitute fielders.

To substitute a player:

1. Press **Start** when on the *Fielding* or *Catcher's View* screens. The *Player Substitution* screen appears.
2. Press ⬆ and ⬇ then **B** to select either
   Change Pitcher
   Change Defense
3. Press ➡ ⬅ to scroll the list of players you can replace on the line top line.

   NOTE: If you were fielding when you displayed the *Player Substitution* screen, the top line displays the fielders and the pitcher. If you were batting, this line displays the baserunners, if any, and the current batter.
4. After displaying the name of the player to be replaced in the top line, press ⬆⬇ to highlight the substitute player.
5. Press **B** to make the substitution.
6. To substitute other players, repeat steps 2 - 4 above. Once you've finished substituting players, press **Y**. The *Catcher's View* screen appears.

Players' Statistics

The players' statistics (stats) are an indication of how well they play.

Pitchers

Your starting pitcher can make or break a game depending on his strength, accuracy and stamina. At the *Starting Pitcher Selection* screen, these stats help you decide on a starting pitcher:

ERA = Earned Run Average, the average number of runs the pitcher gives up in a 9-inning game.

MPH = Top speed of his fastball.

THR = Pitching arm, indicated by **R** for right-handed, **L** for left-handed, **O** for overhand, and **S** for sidearm, so **LS** would be a left-handed sidearm pitcher.

CHANGE PITCHER

SELECT PITCHER	ERA	MPH	THR
HELTON	1.43	90	RO
	SKILL	FATIGUE	CURVE
	7	10	9

On the *Player Substitution* screen, five stats are listed for pitchers:

THR = Pitching arm.

ERA = Earned Run Average.

MPH =Top speed of his fastball.

CU = Ability to throw a curve on a 1-10 scale.

FA = Fatigue rating on a 1-10 scale.

SKILL = Skill or accuracy on a 1-10 scale

CHANGE FIELDER

FIELDER	AVG	HR	POS
MACK	R.230	6	1B
SPEED	BUNT	DEF	ARM
5	4	5	6

Position Players

All position players have seven stats in addition to their name:

R/L = Batting hand, left or right.

AVG = Batting average.

HR = Number of home runs hit (over a season).

POS = Position played.

SPEED = Speed on a 1-10 scale.

BUNT = Bunt rating (how well the player bunts) on a 1-10 scale.

DEF = Defense rating, or how well he plays in the field.

ARM = Arm rating, or how well he throws in the field.

Higher ratings indicate the better players.

League Play

To take a team through an entire season and on to the post-season and the Championship, select *League Play* at the *Main Menu*.

In league play, you control a team through an entire 20-week season, complete with wins and losses and league standings. There are two leagues with 8 teams in each league, divided into 2 divisions per league. If you're at the top of your division by the end of the season, you can advance to the Playoffs where you play a game for the Pennant. If you win the Pennant, you play a game against the other Pennant winner for the Championship. All games play the same as the Exhibition game, except for the fact that Player 1 is no longer always the Home team.

To begin a new season:

1. Select *League* at the *Main Menu*. Press **B**. The *League* menu is highlighted.
2. Select *New Season* and press **B**. The *Matchup* screen appears
3. Select the team you want to manage through the season. Press **B**. The *Stadium* menu appears.
4. Select a stadium to play in. Press **B**. The *Starting Pitcher* menu appears.
5. You play League games the same way as Exhibition games.

Continuing a Season

Select *Continue Season* to continue a previously begun season. When you've finished your first game, you will be given a password so that you can return to the League Play for your next League game. Write down the password so you won't forget it.

To continue a season:

1. Select *League* at the *Main Menu*. Press **B**. The *League* menu is highlighted.
2. Select *Continue Season* and press **B**.
3. Enter your password. Use control pad arrows to scroll through a list of letters, numbers and characters.
4. When you come to the character which matches the character in your password, press **B**.
5. Do the same for all of the characters in the password. If you put the wrong letter in, press **Y** to backspace on this screen. When all the letters of the password are entered, press **B** to continue.The *League Standings* screen appears.
6. On the *League Standings* screen is the number of the week you're in during the season, the matchup this week for your team, and the League standings. Press **B** to play the next game.

After each game, the game scores and league standings will be updated. Keep track of your position in the standings. Play well enough and your team could be wearing World Championship rings next season.

Tips

Here are some quick tips to help you win games.

Pitching
Keep track of the pitch speed with the speed indicator in the bottom right corner of the screen to see what kind of speed your pitcher is putting up. When those pitches start slowing down, he's getting tired.

While high pitch speed numbers may be impressive, just remember that fire-ball hurlers tire much more quickly.

If you're playing a team that has mostly right-handed batters in the line up, you want a good right-handed pitcher to get the job done. If you're playing a team of left-handed hitters, a left-handed pitcher might have more success.

Fielding
One hint for fly balls: follow the shadow of the ball on the ground to help your fielder spot the ball while it's in the air.

Batting
Timing is everything. Each player has a "sweet spot" where pitches seem to jump off the bat. The higher the player's average, the larger the "sweet spot."

Remember to check your player's bunting stat before you call on him to make a clutch sacrifice bunt

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Special thanks to Phil Handy, Marty LaFleur, Jon Howe, and Randy Lee for their efforts above and beyond the call of duty.

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